TIME OF LEGENDS
Joan of Arc™
Rule Book
MYTHIC GAMES

The War for the Throne of France will last 100 years!

Take part in the secular conflict of a world tinged with Myths and Legends.

In Time of Legends: Joan of Arc, players are the protagonists of battles and adventures taking place during the Hundred Years War, a medieval universe of incessant conflicts where myths mingle with reality. Thus, witches, ghosts, dragons, and angels meet with Joan of Arc and the heroes of history.

Depending on the chosen scenarios, you will be able to recreate real historical battles, but also conduct investigations, track down a werewolf, make a pact with the angels, or embrace the cause of the Devil to better crush your opponents.

Get ready to rewrite history!

CONTENTS

BOX CONTENTS 4

COMPONENTS 7
- Miniatures - 7
- Unit cards - 8
- Game Board - 9
- Dice - 11
- Resources & Player Board - 11
- Cards - 11
- Battle Board - 12
- Other Tokens - 12

SETUP 14

GAME OVERVIEW 16
- Council Phase - 16
- Player's Turn - 16
- Camp Phase - 17

ORDERS 18
- Playing Orders - 18
- Order Types - 19

ACTIONS 20
- Unit Actions - 21
  - *Move*
  - *Recruit Civilian*
  - *Attack*
  - *Wait*
- Character Bonus Actions - 24
  - *Discussion*
  - *Command*
  - *Using Equipment*
  - *Upgrade a Character*
- Skill Actions - 26
  - *Haste*
  - *Jump*
  - *Charge*
  - *Prayer*
  - *Heal*
  - *Engineer*
- Player Actions - 27
  - *Play a Legend card*
  - *Trigger an Intrigue*

ADDITIONAL RULES 28
- Gigantic Creatures - 28
- Flying Units - 30
- War Machines - 31

SKILLS 32

GLOSSARY 34

CREDITS 37

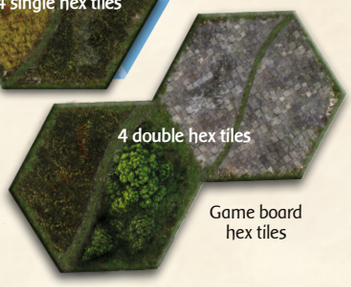
Box Contents

2 Booklets

Battle Board

4 triple hex tiles

14 single hex tiles



4 double hex tiles

Game board hex tiles

4 Player boards

3 Gigantic dice

1 Doom dice

20 Combat dice (5 of each)

20 Command Order cubes

12 Charge Order cubes

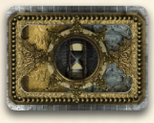
12 Reactivation Order cubes

12 Interrupt Order cubes

27 Equipment cards (11 Tactics , 16 Myth)

52 Legend cards

36 War Council cards



20 Round cards

6 numbered cards

31 Troop cards

72 Character cards

11 Intrigue cards

42 Discussion cards

5 Werewolf cards

First Player token

30 Legend tokens

30 Experience (XP) tokens

20 Intrigue tokens

26 Wound tokens

17 Rally point tokens

10 Barricade tokens

10 Fire tokens

10 Damage tokens

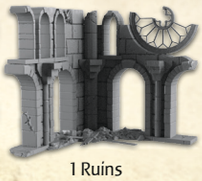
6 Reroll tokens

51 Scenario tokens

61 Unit bases

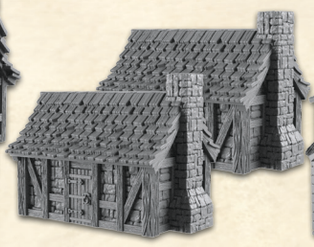
4 Building & rubble overlays

80 Faction base rings



1 Ruins

Big house



2 Small houses

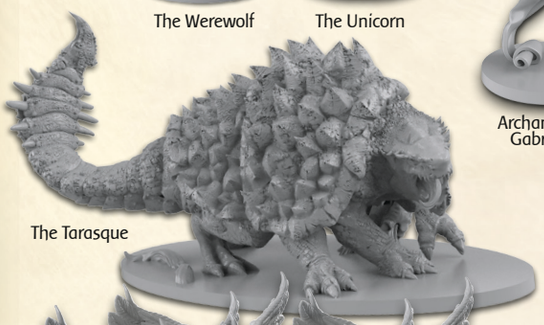
Church

Joan of Arc
La Hire
Gilles de Rais
Du Guesclin
Jean de Dunois
John Fastolf
The Black Prince
John Talbot
John of Lancaster
John Chandos
Hero with Mace
Hero with War Hammer
2 Mounted Heroes

The Witch
The Werewolf
The Unicorn

Archangel Gabriel

16 Mounted Knights



The Tarasque

18 Foot Knights

6 Mounted Bowmen

4 Angels

30 Bowmen

18 Pikemen

9 Crossbowmen

12 Wolves

12 Halberdiers

12 Sergeants at Arms

15 Skeletons
6 Ghosts

Soothsayer
Priest
Merchant Girl
Citizen
Blacksmith

12 Peasants

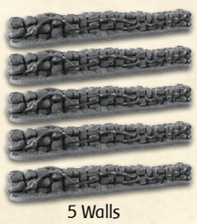
7 Stakes

2 Bullock Wagons

Well

Shrine

10 Trees



5 Walls

4 Rocky Outcrops

5 Bushes

Scenario tokens

4 Question mark tokens

8 Plague tokens

6 Rout tokens

6 Infiltration tokens

6 Citizen tokens

4 Crossbowmen tokens

1 Werewolf Token

1 Sword Token

1 John Talbot token

9 numbered Scenario tokens

2 Merchant Girl tokens

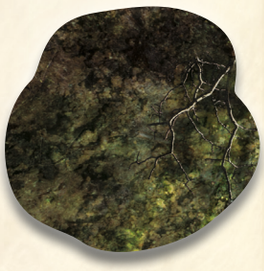
4 Angel wings tokens

1 King token

1 Armour token

5 Wolves tokens

1 Silhouette token


2 Swamp tokens

4 Peasants tokens

2 Influence tokens

6 Blank tokens

1 Mehmed II token

1 Édit d'Arles token

5 Bowmen tokens

Other components

The Beast
Terror 2 - Fireproof
At any time, you may spend 2 to gain 1.
When The Beast performs a melee attack, he can attack up to 3 adjacent areas.
Each time The Beast destroys a building, gain 1.
At the beginning of the game, receive 2 Fire tokens. When The Beast performs a shooting Attack, you may put a Fire token in the target area.
14
Gigantic creature dashboard: The Beast

2 Player aids

2 Influence tracks

Components

Miniatures

Over 230 miniatures are included in the core game. These represent a wide variety of medieval characters, from lowly peasants to devious witches and noble knights.

In all cases, the miniatures have an integral base to allow them to stand on their own. However, only heroes and other unique Characters enter battle alone, so rank and file Troops are attached to larger bases to fight in groups.

Each larger base or individual Character is called a **unit**. Units that belong to the same side (or player) are called "allied" units. Units that belong to an opposing player are called "enemy" units.

Units

There are three broad unit types:

Troops are the most common type of unit in a player's army. Each unit base represents a small group of soldiers or monsters. A base of Troops usually has either three infantry, two cavalry, one war machine with two artillerymen, or one or two flying miniatures. Use the pictures on page 5 to see how many of each type go on a base.

Characters are Legendary heroes or Mythical creatures of medieval times who have their own base. Characters are represented with a large-sized profile card.

Civilians are units that are not controlled by either player. Often, a unit that begins a scenario as a Civilian can be recruited by players to join their army. If this is the case, it is then considered as belonging to the player who recruited it. Civilians count as allied troops once recruited.

Civilians and troops are represented with a normal-sized profile card.

Unit Cards

Each unit is represented by a card showing its various values and statistics, or stats:

A **Faction:** This is who the unit fights for. Some level 2 Characters can have 2 factions.

B **Name:** The name of the unit.

C **Level:** Some Characters begin the game at level 1 and can be upgraded from level 1 to 2. Each star represents one level of experience.

D **Level up cost:** The number of XP tokens a player needs to spend to upgrade the Character to level 2.

E **Attack stat:** The icon represents the type of attack: Melee or Shooting. Shooting attacks also indicate their type and maximum range in hexes. Below the icon is the number and colour of attack dice.

F **Defence stat:** The number and colour of defence dice.

G **Type of unit:** The type of unit can be infantry, cavalry, war machine, or flying.

H **Hit points (HP):** The number of Wound tokens the unit can suffer before being destroyed. Units with no displayed HP stat are destroyed if they suffer a Wound. A Character's remaining hit points are the difference between their hit points and the number of Wound tokens received.

I **Command stat:** The command range and number of allied Troop units that can be commanded (see Command, page 25).

J **Skills:** These are common abilities available to the unit. Some provide special actions (see Skills, page 32).

K **Powers:** These are unique abilities, specific to the unit. The window of time during which a power can be used is indicated with the power: the absence of an indication means it can be used at any time while the unit is in play under your control.

L **Discussion icon:** This icon indicates that the unit is one that can be spoken with (see Discussion, page 24).

French English Scottish Burgundy Walachian Ottoman Holy Unholy Mercenary Civilian

Factions

Game Board

Hex Tiles

The game board is made up of large hexagonal two-sided tiles that can be assembled like a puzzle. Each tile is identified by a tile number to guide their arrangement and orientation. There are two kinds of terrain hexes: ground and sky hexes. Sky hexes are only used when a sky board is created (see Sky board, p. 30)

Each hex is subdivided into one, two, or three **areas**.

Each area contains a single type of terrain: plain, field, village, forest, hill, swamp or rocks.

Each type of terrain has features that can give bonuses or penalties to units within them (see page 22).

An area can only contain one player's units at a time, plus Civilians. If it contains units from your side, it is called an **allied area**, and an **enemy area** if it contains the units of an opposing side. If it does not contain any units, or only contains Civilians, it is called a **free area**.

Areas are adjacent to each other if they share a border. If the areas only meet at a corner, they are not considered to be adjacent.

Checked areas are adjacent to area A.
Crossed areas are not adjacent to area A.

Capacity

Each area has a capacity, expressed in **spaces.** Each space can accommodate 1 point of size, so the total size of units, building, or terrain elements may not exceed the capacity of the area.

- A hex with **1 area** has **8 spaces**.
- A hex with **2 areas** has **6 spaces** per area.
- A hex with **3 areas** has **4 spaces** per area.

Most units have a **size of 1**. Creatures and war machines with the Big skill have a size of 3.

An area where all spaces are occupied is considered **full**. A unit cannot enter an area which is full or does not have enough space left to accommodate it.

Terrain Additions

1) Terrain Elements and Buildings

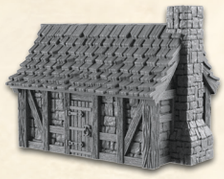
Buildings with an interior tile have 3 characteristics: Size, resistance, and capacity.

A building's size represents the amount of spaces it occupies in an area.

A building's capacity represents the total size

of units that can be located inside its building interior tile (number shown on each interior tile).
A building's resistance represents the amount of Damage tokens a building can hold before collapsing.

Terrain elements (ruins, shrine, well, tree, bush, and rocky outcrop) have a **size of 1, a resistance of 1, and no capacity.**
Unless specified otherwise in the scenario map, one tree is always placed in each forest area.

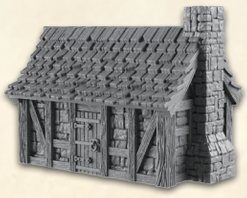


The small house has a size of 1, a capacity of 2, and a resistance of 2.

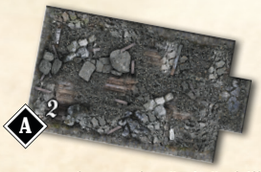
The big house has a size of 2, a capacity of 4 ,and a resistance of 2.

The church has a size of 2, a capacity of 5, and a resistance of 3.

2) Building Overlays



A small house with its building interior and rubble side



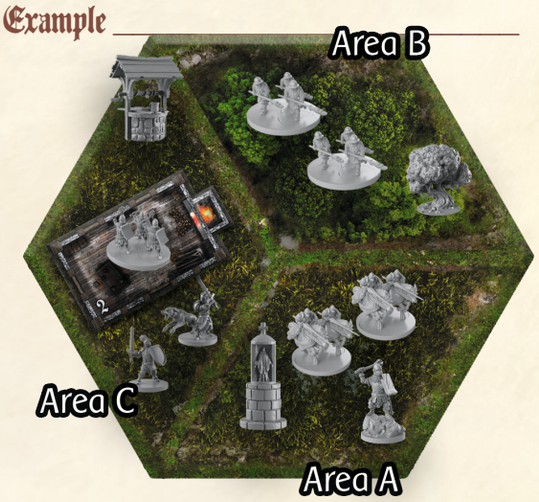
Only an infantry unit that does not have the "Big" skill can enter a building. When a unit enters a building, the building miniature is replaced with the matching interior overlay.

When the last unit exits a building, the building miniature is placed back on the overlay. When the building is destroyed, its miniature is removed from the board and the interior overlay is turned over to show the rubble overlay. Each interior or rubble is considered an area with its own capacity indicated on the interior overlay (A).

An interior is adjacent to the ground area surrounding it.
A unit can only enter a building if it is located in the ground area surrounding it.
Units located in a building interior can only be attacked by units located in an adjacent area.

A building interior is the only area that can contain both allied and enemy units. These units count as being located in adjacent areas.

Example



Area A is full. Its 4-space capacity is occupied by the 3 units and the shrine.

Area B is not full. Only 3 spaces are occupied by the 2 units and the tree. There's still one space left.

Area C is full (small farmhouse, well and 2 units occupy 4 spaces) but the building interior is not: There's still one space left since its capacity is 2.

3) Border Elements

Walls and stakes are not terrain elements and do not occupy any space in an area.

They are always placed in an area along one of its borders and serve as markers to indicate combat modifiers for units in that area if they are attacked through that border (see the table on page 22).

4) Barricades

Barricades are not terrain elements but they have a size of 1.

They are placed in an area by an Engineer skill action (see page 27).

Dice

Players use 4 types of **combat dice**, determined by the **attack** and **defence** stats of their units.

They use the **Doom dice** to resolve the fate of Disrupted units.

The **gigantic dice** are only used by gigantic creatures and Big units (see Additional Rules – Gigantic Creatures, page 28).

Resources & Player Board

Each player collects and spends 4 different resources to achieve their goals:

Orders, divided into 4 types (**Command**, **Charge**, **Reactivation**, and **Interrupt**), are used to activate allied units. The Orders are represented by coloured symbol banners in the rules and wooden cubes in the Core box.

Orders (from left to right): Command, Charge, Reactivation, and Interrupt

Legend tokens are spent to activate certain powers.

Experience tokens (abbreviated **XP**) can be used to upgrade Characters and must be spent to maintain their upgraded level, and to pay the cost of some powers.

Intrigue tokens are used to trigger specific scenario events. **A player may exchange at any time and as many times as they want one unused Intrigue token for one XP or Legend token.**

When a player gains resources, they are taken from a common pool (see Setup, page 14) and stored on their player board.

When Legend or XP tokens are spent to pay the cost of a power or card, return them to the common pool. Intrigue tokens remain on the triggered effect of the Intrigue card.

Cards

Round Deck

The Round deck is the timer for the game. Each Round card also shows how many Command Orders are collected by each player at the start of a round.

War Council Cards

War Council cards offer tactical options like extra resources or cards.

Legend Cards

These cards have the same back but a face of different colour according to their type: green for the Tactics type and ochre for the Myth type. Each scenario indicates what type should be used by the players.

Typically, historical scenarios will use Tactics cards, while fantasy scenarios will use Myth cards.

Tactics (green) and Myth (ochre) cards

Discussion

These cards represent dialogue options with certain Civilians encountered by the player's Characters during a scenario. Players may incur bonuses or penalties depending on the options chosen.

Intrigue

Intrigue cards are specific to the scenarios with which they are associated. They trigger beneficial events for their side if players put Intrigue tokens on them.

Equipment

Equipment cards can be obtained through Discussion cards. Up to 2 Equipment cards may be assigned to each Character. Equipment can be either Tactics (blue gem on back) or Myth (yellow gem on back).

Battle Board

The battle Board is used to keep track of Round and War council cards and to collect Disrupted units from all sides.

Other Tokens

First Player Token

The First Player token is given to the starting player according to the rules of the scenario.

Wound

Whenever a unit with hit points suffers a Wound, place one Wound token on its card.

Rally Point

These tokens are placed in an allied or free area of the game board to indicate where a player's Disrupted units return from the Infirmary. There can only be one Rally point token per area.

Reroll

Spending this token allows a player to reroll some or all of their dice from a single roll. They must accept the second result. The token returns to the common pool after use. A player can only have one Reroll token at a time.

Fire

When placed in an area, the Fire token causes a new terrain effect. It can inflict Wounds on units and damages buildings in the area (see Engineer Actions, page 27).

Barricade

Barricade tokens reinforce the defence of the areas where they are placed using Engineer actions (see page 27).

Damage

Damage tokens are used to track the destruction of buildings. If a building receives as many Damage tokens as its Resistance value, it collapses (see page 31).

Scenario

Various generic tokens are used to mark the location of specific points of interest or specific items of each scenario.

La Brossinière
- September 26th, 1423, La Brossinière -
Having plundered Maine's and Anjou's fiefs, William de la Pole returns to Normandy with his loot. Queen Yolande of Aragon, however, asks her most trustworthy ally, Ambroise de Loré, to ambush William de la Pole. A battle for honor and vengeance begins.
Victory Conditions
If at least one Wagon is inside a village area at the end of the 5th round, the English player wins the game.
Otherwise, the French player is victorious.
Rewards
The French player gains:
The English player gains:
Special Rules
Wagons
At the start of the game, both Wagons belong to the English player.
A Wagon is owned by the player who controls the area it is in. If it is in a free area, the Wagon doesn't belong to any player. Each Wagon can be activated once per round by its owner as part of any Order, and cannot be activated using a Character's Command. It can never benefit from a card's effects. A Wagon takes 1 space in an area and both can move in different directions.
A Wagon can only move to an adjacent area when performing an action. Its owner can choose to sacrifice a Charge Order to roll a black dice:
This action can only be performed once per round and per Wagon.
Ring the Alarm Bell
The English player can ring the alarm bell once per round by spending 1 to deploy 2 English Peasants units in the village area (1B).
There can't be more than 6 Peasants units on the board at the same time.
22
23

Setup

To set up a game, choose a scenario from the Scenario Book and follow the instructions.

Read the scenario, special rules, and victory conditions. Choose your sides. Give the **First Player token** (A) to the player whose side is designated by the scenario.

Next, assemble the **game board** with tiles, terrain elements, buildings, and scenario tokens, as shown in the scenario (B). **Place one tree terrain element in each forest area and one rocky outcrop in each rocks area** unless the scenario says otherwise.

Battle Board

Place the **battle board** (C) next to the game board. Shuffle, then place the following decks of cards face down:

- **War Council** (D).
- **Round** (E). Use only the Round cards indicated by the scenario.
- **Legend** (F). Use only the Myth or Tactics type as indicated by the scenario (M for Myth, T for Tactics).
- **Discussion** (G). Use only the Discussion cards corresponding to the units specified in the scenario that also have Discussion bubble icons on their Unit card.

Players

All players receive a **player board** (H), and the **cards and miniatures of the units** (I) allocated to them by the scenario. If Characters have different levels displayed on 2 cards, place their level 1 unit card on top of the level 2 card.

Each player attaches faction colour rings to their units and places them on the game board, along with their **Rally point token** (J), according to the scenario.

Each player receives the **resources, Legend cards, and Reroll token** (K) indicated by the scenario and places them on their player board.

If specified by the scenario, each player also receives the **Intrigue card** (L) for their side.

Other Elements

Place the remaining resources as well as the Wound tokens, the Legend cards, and the corresponding Equipment deck in a separate location (called the **common pool**) within each player's reach (M).

Place all **Civilian** miniatures on the game board as indicated by the scenario, and place their unit cards near the common pool (N).

Place all the **building interior overlays** (O) necessary for the game near the common pool.

Starting with the player in possession of the First Player token, the game may begin...

Joan of Arc
A
B
C
D
E
F
G
H
I
J
K
L
M
N
O

Game Overview

The game is played in a series of **rounds**. During a round, each player takes a **turn**, starting with the first player, who then passes to the next player indicated by the scenario's turn order. When all players have taken their turn, the fate of Disrupted units is checked and the round ends.

A round is divided into 4 phases as follows:

1 - Council phase

- ROUND CARD
- WAR COUNCIL CARDS
- UPKEEP

2 - First player's turn

- ORDERS PHASE
- RESERVE PHASE

3 - Second player's turn

- ORDERS PHASE
- RESERVE PHASE

4 - Camp phase

- CASUALTIES CHECK
- FIRE DAMAGE
- ENDGAME AND VICTORY CHECK

More Than 2 Players

In a game with 3 or more players, add extra player turns after the Second player corresponding to the number of additional players. A round starts with the First player and follows the order of play specified in that scenario.

In the case of a team game, allied players never play one after the other (unless otherwise specified by the scenario). The different sides must alternate their turns.

Council Phase

- Flip the first card of the Round deck (Ⓐ). Each player takes the number of Command Orders() indicated on the Round card (Ⓑ) and adds them to their player board.
- Draw the first 3 cards from the War council deck (Ⓒ), and place them in the **river** (Ⓓ). **The 3 cards must be different**. If a duplicate is drawn, discard it and draw another card until the river contains three different cards.
- Starting with the First player, each player chooses a single War Council card from the river and applies its effects. Multiple players may choose the same card if they wish. A card that has been chosen stays in the river.

Upkeep

Upkeep is not mandatory but is required if a player wishes to maintain an upgraded Character. For each level 2 Character they own on the game board, a player must spend 1 XP token. A Character in the infirmary doesn't need upkeep.

If the upkeep is not spent for a Character, it reverts back to level 1. The level 2 card is replaced by the level 1 card.

When a Character reverts back to level 1, its hit points stat may decrease. If the Character's Wound tokens equal or exceed its current hit points, it is immediately destroyed (see Destroy a unit, page 18).

Player's Turn

Each player's turn consists of 2 phases in which they do the following.

Orders Phase

The current player chooses an **Order** () from their player board and places it in an allied area of the game board (see Orders, page 18). All allied units in the area are activated at the same time, but their actions are resolved in an order chosen by the player. For each unit, declare the action(s) it will perform and resolve them (see Actions, page 20). The current player continues to activate friendly areas of their choice until they run out of Orders or decide to end their turn.

Reserve Phase

The current player removes spent Orders from the game board and returns them to the common pool.

They move unused Orders from their player board to the appropriate reserve areas, if there is room to do so (see page 19).

Return all unused Orders that cannot fit in reserve areas to the common pool.

Battle board - Infirmary

Camp Phase

Once all players have completed their turn, the Camp phase begins. This determines the fate of all Disrupted units. Resolve the following steps in order:

1) Casualties Check

Starting with the First player, each player rallies each of their units located in the waiting section (A) of the infirmary.

Rallying a Unit

When a unit is rallied, place it in an area containing an allied Rally point,if all of the following conditions are met:

- The area with the Rally point is a free or allied area.
- The area with the Rally point has enough capacity left to hold the unit (see Area capacity rules, page 9).

If these conditions are not met, the unit is placed in the waiting section (A) of the infirmary.
Only units in the infirmary can be rallied. Rallied units that have multiple hit points return to play with 1 HP.

Starting with the First player, each player rolls the Doom dice (B) for each of their units in the Disrupted section (C) and applies the result. The player must state which unit each roll is for before rolling the dice.

Any unit located in the infirmary or waiting section of the infirmary at the end of the last round is considered destroyed.

Doom dice results:

Death: The unit is destroyed. (See Destroy a Unit.)

Disrupted: The unit is disordered and unable to act. It stays in the Disrupted section (C) of the infirmary. Its fate will be checked again during the Camp phase of the next round.

Rally: Rally this unit (See Rallying a Unit, page 17).

Delayed Rally: The unit loses time as it recovers from the horrors of combat. Move it to the waiting section (A) of the infirmary.

Destroy a Unit

When a unit is destroyed, remove it from play by placing it in the graveyard (D) above the infirmary. In some scenarios, destroyed units may award the opponent XP, Legend, or victory points. These resources are awarded to the player who sent the destroyed unit to the infirmary.

Rally point

French Rally point token

A Rally point token marks the location where units in the infirmary from the corresponding side can return to battle. The initial location for each side's Rally point is determined by the scenario.

Units can only rally to an allied Rally point located in an allied or free area. If there is no area in which units can Rally at any point in the game, they are placed in the waiting section of the Infirmary until the next Camp phase.

During the game, Rally points can be moved using War Council cards, skills, or powers. Rally points may never be moved into an enemy area.

A Rally point token occupies no space in an area and cannot be destroyed.

Some units have the Rally skill and are treated as additional Rally points for their side. However, they cannot be moved by the effects of cards, skills, or powers that affect Rally point tokens.

2) Fire Damage

Resolve the effects of the Fire tokens on the game board (see page 27).

3) End of the Game & Victory

If the Round deck has no cards left, the game ends at the end of the round.

Each scenario has its own victory conditions. Some of them trigger the end of the game as soon as the conditions are met.

Other victory conditions are checked during this phase by the First player. If any player has fulfilled the victory conditions of the scenario, the game is over and that player is declared the winner.

Orders

Playing Orders

1) During their turn, a player takes an Order (a cube) from their player board and places it in an allied area they wish to activate following these restrictions:

- A player must use at least one Order on their turn unless they do not have one. Each Order must be resolved before moving on to the next one.
- All Orders have special effects, but can also be played to activate an area without any special benefits.

2) All allied units in the selected area are activated regardless of whether a unit was activated earlier in the turn or not.
The player declares all the actions that units in the activated area will perform (see Details of the actions page 20), while following these restrictions:

- Multiple units can participate in the same action. Units moving to the same area are moved at the same time.
- There can only be one move action to the same area from a single activation (i.e., one Order).
- Similarly, there can only be one attack resolved per target area during a single activation. Melee and shooting units located in the same area can declare an attack against an adjacent area which will be resolved as a single attack (roll all dice at the same time). Each unit can only attack once during an activation. It is not possible to attack an area with some units and then to

decide to attack it again with more units that were activated as part of the same Order.

- A unit cannot perform an action that it could not or did not declare when it was activated.

Note that a unit which moves into the activated area after the Order was placed (for example, by Command) will not be activated by it, but may still be subject to Retaliation.

3) The player resolves actions in the order of their choice.

After a player resolves the effects of an Order, and before they play another, their opponents have the option to play an Interrupt Order.

Storing Remaining Orders

Orders can be kept in reserve from one round to the next. The maximum number of Orders that can be stored on the player board is 3 of each type.

At the end of a player's turn, all Orders left on their player board that cannot be put in reserve are returned to the common pool.

Order Types

Orders are placed in allied areas to activate all allied units located in the area. Each Order type has specific properties:

Command

The Command Order is played during your turn to activate an area. It cannot be played in an allied area already containing another Order. If it is used to activate units with a Command value (see Command, page 25), they can perform a Command bonus action. It is not possible to perform a Command bonus action with an Order other than the Command Order.

Charge

The Charge Order is played during your turn to activate all allied units in an allied area. If used to activate units with the Charge skill, these units can perform a Charge action. This action allows activated units with the Charge skill to move 1 area (infantry) or up to 2 areas (cavalry) and to perform a melee attack as a single activation (see Skill Action – Charge, page 26). Units using the Charge skill are not forced to perform a melee attack after moving. Units in the same area without the Charge skill are activated as normal.

A Charge Order cannot be played in an area already containing an Order. If the Charge Order is played in a building interior, it only activates allied units and doesn't allow for a Charge action.

Reactivation

The Reactivation Order can be played during your turn to activate all allied units in an allied area that already contains an Order **(and only one)**. This allows the same area to be activated twice in the same turn.

Interrupt

The Interrupt Order is played during your turn to activate all allied units in an allied area. It is also the only Order which can be played during an opponent's turn to activate all allied units in an allied area. It is played after the active player has resolved an Order and before they play another. This means a player must always complete an Order before an Interrupt Order can be played in their turn. This Order cannot be played in an area already containing another Order.

- Between activations, a player must ask their opponents (starting with the player with the First Player token, and following the turn order) whether or not they want to play an Interrupt Order. The first player to play an Interrupt Order is the only one allowed to do so.

- After resolving an Interrupt Order, return it to the common pool.

A Charge, Reactivation, or Interrupt Order can be played during a player's turn to activate all allied units in an allied area instead of their usual effects.

Actions

Playing an Order in an area activates the area and all allied units within it. Before activating units, the player must decide which actions to take and which units will participate in each action.

The player can choose to have different actions performed by units in the activated area. Each unit can, however, take part in only one action per activation plus as many bonus actions as the player wishes to perform.

A **bonus action** is an action that a unit performs in addition to its normal action, and it is done either before or after the normal action. Each unit can only perform each bonus action once per activation, but can perform as many different bonus actions as they wish.

The available actions are:

Unit Actions

These actions are available for all units:

- MOVE
- ATTACK
- WAIT

Character Bonus Actions

These bonus actions are only available for Characters:

- DISCUSS
- COMMAND
- USE EQUIPMENT
- UPGRADE A CHARACTER

Skill Actions

These actions are available only for units with specific skills:

- HASTE
- JUMP
- CHARGE
- PRAYER
- HEAL
- ENGINEER (BARRICADE & SET FIRE)

Player Actions

These actions are performed by the player and do not require an Order or activation.

- PLAY A LEGEND CARD
- TRIGGER AN INTRIGUE

A player may choose to have units in an activated area take different actions or the same action. Each unit can be involved in only one action per activation plus any possible bonus actions.

Unit Actions

Move

A unit may only move from one area to another by crossing the border between two adjacent areas. Note that hex tiles which only meet at a corner are not adjacent.

Most units move from one area to an adjacent area on a move action.

A unit can only move to a free or allied area, and only if it is not full. Certain types of terrain may be impassable or impose movement restrictions (see page 22).

Movement into a Building

Building interiors are never considered enemy areas. They can therefore accommodate units from opposing sides as long as the building has enough capacity left to hold the unit entering it.

Flying Units

To move a flying unit, see the additional rules for flying units on page 30.

Recruit Civilians

When a player's unit moves into an area where there is at least one Civilian, the player recruits all the Civilians in that area.

For each Civilian recruited, the player takes the corresponding unit card and places it with his unit cards. This Civilian is now considered to be a unit belonging to the player, in addition to being a Civilian.

If a recruited Civilian is no longer in an area with an allied unit, it is no longer considered to be an allied unit and becomes a Civilian again. Its card is placed back near the common pool.

A Civilian never goes to the infirmary. When a Civilian receives a Disrupted result, they are destroyed.

Attack

There are two types of attacks: melee and shooting. Both follow the same rules of declaration and resolution. The only differences are the range of the attack (the distance in hexes that you can attack), the skills applicable to attacking and defending units, and the possibility that terrain may be an obstacle.

Declaring an Attack

Start by declaring which enemy area is targeted by the attack. Note that an attacker can only designate an area and not a specific unit in this area.

All activated units designated to attack this area must then take part in this single attack. Each area can only be attacked once per activation.

All attacking units add their attack dice to the attack roll. All units in the target area then add their defence dice to the defence roll.

Melee

Only units with the melee attack icon can perform a melee attack.

Melee attacks are declared against an adjacent enemy area and are never blocked by terrain.

Shooting

Only units with **arcing** or **direct shooting** attack icons can perform a shooting attack (see below). A shooting attack is declared either against an adjacent area or an area that is up to a number of hexes away equivalent to the range stat. This is located above the shooting attack icon.

Shooting attacks are divided into two categories according to the shooting attack icon on the unit's profile card: arcing shots or direct shots. The type of terrain in the target area may modify the attack and/or defence rolls. In addition, some terrain types may block shooting attacks completely (see page 22).

Arcing Shots can target any area within range.

Direct Shots can target any area within range up to and including the first blocking area (forest with a tree element, village with a building, hill and rocks).

A unit may perform a shooting attack against a building interior area only if it is in a ground area adjacent to the building.

Units with melee and shooting attacks attacking the same area together trigger both melee-related and shooting-related effects from both sides. Only melee units can apply melee-related effects, such as performing a Follow-up after combat or suffer from Retaliation.

Resolving an Attack

All attacking units add the attack dice listed on their stat card to the attack roll. Collect these dice and roll them all together unless one or more of these units have skills or powers that can affect the results of the roll. For these units, roll their dice separately and apply to them the effects of any relevant skills and powers the unit has.

The defending player does the same with the defence dice of all units in the target area.

When the dice have been rolled, resolve the attack following these steps:

1. The attacker checks and applies any effects triggered by skills or powers from their units. After all effects have been resolved, discard any remaining blank results from the attack roll.

2. The defender does the same with their roll, checking and applying skills or power effects triggered by the units involved.

3.

   For each **Shield** result the defender rolled, they may discard one of the attacker's results by first choosing from the **Kill** results, then **Disrupt**, then **Push**.

4. If any attacking results remain, the defender allocates each one to a defending unit starting with **Kill**, then **Disrupt**, then **Push** results. Continue until the dice run out or all defending units have one result allocated to them. If there are still unallocated results, a unit that has more than 1 hit point remaining must receive an additional result per remaining hit point (but never more than one **Push** result). Excess results are discarded.

Apply the effects as shown in the list below:

Kill: If the unit does not have any hit points on its card, it is destroyed. Place the unit in the graveyard. Otherwise, place a Wound token on its unit card. If the number of Wound tokens on the card is equal to or greater than the number of hit points, the unit is destroyed.

Disrupt: If the unit does not have any hit points on its card, it is Disrupted and placed in the Disrupted section of the infirmary. If the unit is a Character with only 1 HP remaining, that Character is Disrupted and placed in the infirmary. Otherwise place a Wound token on its unit card.

Push: The unit is Pushed back. The **attacker** chooses an adjacent free or enemy area where the unit must move, observing the capacity rules. If it cannot move to any adjacent area, then the unit suffers a Disrupt result instead.
A unit with multiple hit points may decide to remain in the area by receiving a Wound token instead of being **Pushed**, after resolving all attack results and before the attacker chooses the destination area. If the number of Wounds on the unit's card is equal to or greater than the number of hit points, the unit is destroyed.

PLAIN / FIELD
- Each cavalry unit that only moves through these areas while performing a Charge action may reroll 1 dice when attacking.

FOREST (area with tree)
- When defending, you may reroll 1 dice.
- Direct shooting can reach the area but not pass through.

VILLAGE (area with building)
- When defending, you may reroll 1 dice.
- Direct shooting can reach the area but not pass through.

SWAMP
- When attacking into a swamp area, you may remove one Shield obtained by the defenders.
- A unit cannot perform a Charge action out of, into, or through a swamp.

HILL / ROCKS
- When defending, apply the Retaliation skill effect to one of your dice results, chosen after the defence roll.
- Direct shooting can reach the area but not pass through.
- When performing a shooting attack from this area, add 1 hex to the attacking units' range.

BUILDING INTERIOR
- Only infantry units that don't possess the Big skill can move into building interior tiles.
- Units in a building may only attack other units in the same building or in an adjacent ground area, and can only be attacked by units in the same building or in an adjacent ground area.
- When defending against attacks from an adjacent area, the player adds 1 black dice to his roll.

STAKES
- When defending against melee attacks performed across the stakes, each *Bowmen* unit gains 1 yellow dice.
- Attacking units cannot Follow-up after combat if that movement would be across the stakes.
- Remove the stakes if an enemy unit crosses them.
- *Bowmen* stakes reserve: At the beginning of the game, gather a pile of stakes, taking a number of stakes miniatures equal to the number of *Bowmen* units in your army.
If a scenario shows a number of stakes for a player, add to the reserve the stakes shown in the scenario instead.

WALLS
- When defending against melee attacks add 1 Shield result to your total defence roll.
- Attacking units cannot Follow-up after combat.

BARRICADE
- When defending, each unit gains 1 white dice.
- Attacking units cannot follow up after combat.
- Remove the barricade if an enemy unit moves into the area containing it.

Retaliation Skill

A unit with the Retaliation skill can apply any **Kill**, **Disrupt**, or **Push** results from their defence roll to any attacking **melee** unit (chosen by the attacking player). The player must roll the dice of the retaliating unit separately to distinguish them from other units. The attack and the Retaliation are considered to be simultaneous.

The player suffering the Retaliation cannot use **Shield** results from their attack roll to cancel Retaliation results.

Following Up After Combat

After melee attack and defence rolls have been resolved, if the attacked area no longer contains enemy units, the attacker may move into that area with some or all of the attacking units. Only units that contributed with dice or bonuses to the melee attack may Follow-up, observing area capacity rules.

Example

The French player (blue) activates the area containing a Mounted Hero and Pikemen.

They declare a melee attack against the adjacent English area containing Bowmen, Sergeants-at-arms, and a Hero.

They roll 2 red dice and 1 white dice:

They get 3 Push results.

The defending player rolls for defence using 1 black dice, 1 white dice, and 1 red dice:

(Retaliation)

Sadly, there are no Shield results. However, the defending Sergeants-at-arms who rolled a Kill possesses the Retaliation skill.

The defending units get pushed back, but thanks to their Retaliation skill they can destroy a unit from their opponent's attacking force. The defending player decides to have his Bowmen and Sergeants-at-arms Pushed back, while taking the last Push as a Wound on his Character to prevent his opponent's army from marching forward. The Mounted Hero has only 1 HP left. The attacking player assigns the Kill result from the Retaliation to his Pikemen, who are destroyed and placed into the graveyard.

With the same activation, the attacking player uses the Command action (see page 25) of his Mounted Hero unit given by the Command Order to have the adjacent Mounted Knights attack the lone English Hero.

Using their 2 red dice, they roll:

The defending player rolls 1 black dice:

This will negate the Kill result but won't be enough to protect his Hero. The Hero suffers the Disrupted result and is placed in the infirmary.

The attacking player can then have his Mounted Knights Follow-up after their attack and occupy the English Hero's previous location. He may, if he wishes, attack the fleeing Bowmen and Sergeants-at-arms by activating his Mounted Knights again.

Scenario Rewards

Scenario Rewards are gained by a player every time they meet the required conditions or cause them to be met. If Reward conditions are met in the infirmary, the player that sent the corresponding unit to the infirmary is the one that will gain these Rewards.

Wait

Units stay in their area and do nothing.

Character Bonus Actions

These actions are only available to Characters, and each Character can only perform each of these bonus actions once per activation. These bonus actions can be resolved in any order.

Discussion

Citizen
A
B
Citizen
QUESTIONS
A
" Good master, clearly you are a person of influence. Could you introduce me to the lord of this domain? "
B
" Fortune favors the brave. Is fortitude one of your qualities, master? "
C
" You have the ugly face of someone who regularly frequents the brothels. Give me the location of your favorite house of ill repute. "
D
" Master, I see your good faith is displayed in your kind face. Do you often give alms to the poor? "

When a Character is in the same area as a unit with the Discussion icon (A), it can perform a Discussion action with that unit.
A Character that initiates a Discussion with a Civilian gains its owner the number of Intrigue tokens specified by the scenario for that Civilian. Its owner then takes the 4 Discussion cards corresponding to the level 1 unit (one star: B), with the questions side visible, shuffles them, and draws the card from the bottom of the deck.

- From the questions side of the card, the player chooses a question with no faction banner attached to it (neutral questions A or B), or one with a faction banner matching their Character's (questions C or D). A Character with the Charisma skill can choose any question.

  Warning: *questions printed in red imply a risk for the Character, but their effects are likely to bring them greater benefits.*

- The player reads the question aloud, then hands the card to their opponent, indicating which option they chose (A, B, C, or D).

- The opponent reads aloud the answer that corresponds to the chosen question from the back of the card.

- Any effects described by the answer are then applied to the player who performed the Discussion action. Those effects can trigger a test by rolling a dice.

- If a Discussion effect asks you to discard a resource you don't possess, disregard the effect.

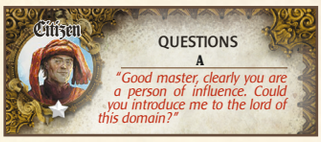
- A Discussion action either ends after the initial question or may be followed-up by a level 2 (2 Stars) Discussion card, if certain effects are triggered.

A Character can only perform one discussion action per turn (this includes a level 2 discussion).
Once the Discussion action is resolved, remove the Civilian unit from the game (both its miniature and unit card).

Example

A player performs a discussion action between level 2 Joan of Arc (French and Holy factions) and a Citizen Civilian located in the same area.

The card offers 3 questions: A, B, and D (2 Neutral + 1 Holy).



Although question A is risky (printed in red), the player decides to read it before handing the card to their opponent, who turns it over and reads answer A.

Citizen
ANSWERS
A
" You are an ambitious fellow, sir! I will see what I can do on your behalf... "
TEST : IF → Gain 2
OR 1.
ELSE discard a Legend card and 1 .
- Spend 1 to ask a level 2 question.

The player who performed the action is then invited to do a test: he rolls a white dice. If he gets a Shield, he can gain either 2 Intrigue tokens or a Reactivation Order, but any other result will force him to discard 1 Legend card and 1 Legend token.
Whatever happens, he can then spend 1 XP token to draw a level 2 Discussion card and ask a new question or he can simply end the discussion (and remove the Civilian from the game).

Command

Only units with a Command value can perform the Command action. This Command action can only be performed if the commanding unit has been activated by a Command Order and not through other means (such as a Command action).

The Command action is a bonus action which must be declared and resolved before or after the normal action performed by that unit.

The Command action can be used to activate allied Troops, or to activate allied Characters possessing the Mercenary Skill.

The Command stat is broken down into 2 values:

- **Range X (A)**: If X is an A (for adjacent), it means that the range of command is limited to any adjacent allied area. If it is a number, it indicates the range in hexes covered by the command radius.

- **Number of units X (B)**: X is the maximum number of units within the Command value's range that can be activated.

The player activates units designated by the Command action, to make them perform an action as if they had been activated by a Command Order (although they cannot use Command themselves). The activation given to a unit through Command is separate from all activations given by Orders.

A unit can only be activated through command once per Order played.

A Command action cannot target a unit in the area that the commander began the current activation in, nor the area the commander is currently in.

If several commanding Characters are activated in the same area, they cannot perform a Command action on the same Troop unit. The Command value of each commanding unit is resolved separately, and treated like an Order being played.

Example

Thanks to the Command Order placed in the Black Prince's and John Chandos' area, these two Characters can use the Command bonus action. The Black Prince can use his Command to activate the Bowmen unit located in the adjacent hex. This Bowmen unit can use its activation to perform a ranged attack against the enemy Flying Demons unit located in the nearby rocks area.

John Chandos can then use his own Command value to activate additional Bowmen units. He can thus activate the Bowmen unit located in the other adjacent hex, and have it attack the same enemy Flying Demons unit. Each activation given through Command counts as a separate activation, so multiple units located in multiple areas can attack the same area during a single Order's resolution following this method.

John Chandos, being able to Command two units with the same Command bonus action, can also activate the remaining Bowmen unit located in the previous area. Two units being activated in two different areas cannot resolve their activation at the same time, the Bowmen unit will thus have to roll its ranged attack against the enemy Flying Demons unit separately from the other Bowmen units as well.

In this situation, if John Chandos resolved its Command bonus action first, the two Bowmen units located in the same area would have been able to roll their attack dice together against the same area, as they would have been in the same area and activated using only one Character's Command.

Use Equipment

Equipment cards are obtained as a result of a discussion and may be placed on the Character who performed the discussion as a bonus action.

Equipment can be either Tactics (blue gem on back) or Myth (yellow gem on back).

When a Character receives an Equipment card, place it near their unit card. A Character cannot have more than 2 Equipment cards at any time.

Characters may discard Equipment cards at any time or give them to another Character in the same area.

Once placed, the Equipment card provides a permanent or one-time bonus to the wearer, depending on the effect described on the card.

When a Character is destroyed, their Equipment cards are discarded.

Upgrade a Character

Some Characters have 2 levels of experience indicated by the level icon (A) on their card. To upgrade to the second level, spend the required number of XP tokens (B).

When the player spends the XP tokens to upgrade, replace the Character's level 1 profile by the level 2 profile, and transfer any tokens from it to its level 2. To upgrade to level 2, flip the level 1 card.

If there is a level 2 card with two sides, the player decides which side to use and places it with that side face up.

Each side has different features and adds an additional faction banner (Holy or Unholy). Once the player has chosen a side, even if the Character drops back to level 1 (by lack of upkeep for example), it will never be able to choose the other faction of the level 2 card if it is subsequently upgraded.

Upgrading to level 2 is not permanent. At the end of the Council phase, each player must pay upkeep to maintain their level 2 Characters (see page 16), by spending 1 XP token per Character.

Skill Actions

These actions are available only for units with the relevant skill:

Haste

This action is only available for units with the Haste X skill. The unit may move through several consecutive areas. The X rating of the Haste skill is a value representing the maximum number of areas that can be moved through during this action.

Jump

This action is only available for units with the Jump X skill. When the unit performs this action, remove its miniature from the game board and place it on any allied or free area that is not full and within X consecutive areas of its starting area.

Charge

This action is only available for units with the Charge skill who have been activated by a Charge Order.

When performing a Charge, flying and cavalry units can move up to 2 areas AND make a melee attack.

When performing a Charge, infantry units can move 1 area AND make a melee attack. Units cannot Charge into or from a building interior, nor into or from a swamp area. Attacking during this action is optional.

Prayer

This action is only available for units with the Prayer skill. When a unit uses this action, its owner may take 1 XP or Legend token from the common pool and place it on their player board.

Heal

This action is only available for units with the Heal skill. The Heal action removes 1 Wound token from the card of another Character located in the same area as the unit performing the action.

Engineer Actions

Engineer actions are only available for units with the Engineer skill. There are two possible Engineer actions:

Barricade

Place a Barricade token in the same area as the unit performing the action. This action can only be performed in a forest, village, building interior area, or in an area containing a building.

There can only be one Barricade token per area. Barricades have a size of 1.

When an area containing a Barricade token is attacked, it provides one extra white defence dice against both melee and shooting attacks to each unit in its area and prevents Follow-up after combat.

Attacking units with the Engineer skill can however Follow-up after combat into an area containing a Barricade. Remove the Barricade if an enemy unit enters the area containing it.

Set Fire

A unit with the Engineer skill may :
• place a Fire token in its area and perform a bonus move action afterwards
• or remove a Fire token from its area.

There can only be one Fire token per area.

During each Camp phase, after the casualties check, each area that contains a Fire token is affected as follows:
1) Remove every tree, bush, stakes, and barricades.

2) Each unit present in the same area suffers a 1 red dice attack roll and cannot roll their defence dice.

3) Place a damage token on a building or building interior located in this area. If the number of damage tokens equals or exceeds the resistance of the building, it collapses and the Fire token is removed from the area (see Building collapse, page 31).

Player Actions

These actions are performed by the player, not by units, and do not require an Order to be played.

Play a Legend Card

Legend cards are acquired by players from War council cards and certain other powers. They are drawn from the Legend deck. If this deck runs out of cards, shuffle the discarded Legend cards and assemble a new deck.

A player may play any Legend card from their hand by spending the number of Legend tokens indicated on the card(A). After the effect of the card (B) has been resolved, it is discarded, face up.

The Legend card's power description indicates when it can be played.

Trigger an Intrigue

A player may choose to trigger any of the effects listed on their Intrigue card at any time during their turn (unless stated otherwise by the card), or as if it was an Interrupt Order during an opponent's turn, by putting the required number of Intrigue tokens on the dedicated slot.

The tokens remain on the Intrigue card to indicate which effect was triggered as each effect can only be triggered once (unless stated otherwise by the card).

A player may exchange at any time and as many times as they want one unused Intrigue token for one XP or Legend token.

Additional Rules

Follow these rules if the scenario includes units with uncommon skills or features (gigantic creatures, flying units, or war machines).

Gigantic Creatures

Gigantic creature - The Beast chasing John Fastolf

Gigantic creatures are very powerful Characters who have gigantic dice and dashboards instead of unit cards to distinguish them from other Characters.

Gigantic Dashboard

The gigantic dashboard has the following characteristics:

- **A** **Faction** of the creature.
- **B** **Name** of the creature.
- **C** **Unit type** of the creature.
- **D** **Activation cost**: The number of Orders required to activate the hex (**I**) in which the creature is located. This cost may vary if it is a sky hex (**2**).
- **E** Number and type of **dice** the creature rolls for **melee** and **shooting attacks**.
- **F** The **gigantic dice** icon. Attacks with this icon are made using gigantic dice.
- **G** **Fixed defence**: Gigantic creatures do not roll for defence, they have predetermined results when they defend themselves.
- **H** **Hit points (HP)**: Maximum Wound tokens the creature can receive before being destroyed.
- **I** **Command Value**: The command range and number of allied Troop units that can be commanded.
- **J** **Skills** of the creature.
- **K** **Powers** of the creature.

Orders and Movement

Gigantic creatures are never placed in an area but always in a hex, fully occupying all areas and free spaces of that hex.

To activate a hex containing an allied gigantic creature, pay the number of Orders indicated by its activation cost. If this number is 2 Orders, place one of them in the gigantic creature's hex and discard the other. The type of Order is determined by the one which was placed into the hex. The discarded Order does not have to match the one which was placed.

Note that a gigantic creature cannot be activated if it is located in a hex that already contains an Order, except if a Reactivation Order is used.

When performing a move action, a gigantic creature can only move to an adjacent hex if the destination hex contains no units or buildings. If a gigantic creature performs a move action into an area containing only terrain elements (for example, trees or rocks), remove all those terrain elements from the board before performing the move action.

Gigantic Attack

Gigantic creatures can perform a type of attack action called a gigantic attack. This is a melee attack targeting all units and buildings in an adjacent hex.

To perform this attack, the player controlling the gigantic creature rolls as many gigantic dice as there are areas in the target hex (excluding builidng overlays). Once the dice have been rolled, the player assigns each dice to an area within the target hex.

Each assigned result is multiplied by the number of enemy units in the target area.

Units in a targeted area may make a defence roll **unless the assigned result is Trample**.

Example

*If a **Kill** result is assigned to an area with 3 units, those units must defend against **3 Kill results.***

Attack results that are not cancelled by a Shield result are treated as follows:

A **Trample** result is treated as an automatic Push that applies to all units in the affected area and cannot be cancelled by Shield results.

Kill, Disrupt, and **Push** are applied as in a normal attack resolution. In addition, **Kill, Trample, and Disrupt** either remove one terrain element or size 1 building from the targeted area or inflict 1 Damage token onto a larger building. After a gigantic attack, the creature may Follow up if the target hex contains no units or buildings.

If the gigantic creature is also a flying unit, it can perform its gigantic attack from a sky hex to any ground hex (see Flying Units' rules, page 30).

A gigantic creature is never placed in the infirmary. Any Disrupted gigantic creature is immediately destroyed.

Flying Units

Flying units are indicated by the flying type icon on their card.

The presence of at least one of these units in a scenario involves creating a second game board called the sky board, consisting of sky hexes. The standard game board is called the ground board in the following rules, consisting of ground hexes.

Sky Board

If the scenario does not include a plan for setting up a sky board then assemble it during setup, after assembling the ground board:

- Place all the available sky hexes face down and draw 2 at random. Draw 1 additional sky hex per gigantic flying creature involved. Discard the remaining sky hexes.

- Place the chosen hexes face-down, as per the diagram. After all the hexes are placed, flip them face-up.

Placement of the first 2 sky hexes with placement of additional tiles

SKY HEX TILES

Sky hexes have only one side and behave just like a ground hex for capacity and adjacency rules.

Only a flying unit can move to or from an area on a sky hex.

An area on a sky hex is considered to be adjacent to all areas on a ground hex for move actions. An area on a sky hex is **never considered to be adjacent** to a building interior.

A flying unit that is Pushed back from a sky hex is placed in an allied or free adjacent sky area of the attacker's choice. Similarly, a flying unit cannot be Pushed back from a ground area into a sky area.
You cannot place a Fire token in a Sky area.

Sky hexes have their own types of terrain, with their own rules:

BLUE SKY
No effect.

CLOUDS
When defending against shooting attacks, add 1 black dice to your total defence roll.

RAINBOW
When attacking from this area, each Holy unit gains 1 black dice.

Flying Unit Rules

When performing a move action, instead of moving to an adjacent sky hex, flying units may move from a sky hex to any free or allied ground hex, or vice versa. **Each flying unit may only do this once per turn.**

When activated on a sky hex, flying units can perform a melee attack against an adjacent sky hex area, but not against a ground hex area.

Flying units activated on a sky hex can perform a shooting attack against any enemy ground or sky area, if they have a range 1 or higher shooting attack.

Flying units on sky hexes can be targeted by enemy ground units located in any ground hex, with range 1 or higher shooting attacks.

Flying units cannot be Pushed from a ground area to a sky area.

Flying Characters with Command may command from a sky hex to any area of a ground hex if their Command range is at least 1.

War Machines

A war machine unit is indicated by the war machine type icon. War machines are subject to the following rules:

Limited Movement

A war machine **can never perform more than one move action** during a turn and, not being infantry or cavalry, is not eligible for any skill or power that can move it more than 1 area.

Heavy Machinery

War machines cannot be placed in the infirmary, any Disrupted war machine unit is immediately destroyed.

Building Collapse

Some war machine attacks (or fire) can cause damage to buildings. For each damage inflicted, put 1 Damage token on the building.

If the number of Damage tokens equals or exceeds the resistance of the building, it collapses.
The building interior is flipped on its rubble side. The rubble is not a terrain element but it occupies 1 space in the area it is in, and it's considered as a building interior area, but does not provide any defence bonus.

When a building collapses, all units located in that building suffer a 1 red dice attack roll and may roll their defence dice. Place surviving units on the rubble overlay.

Skills

Some skills are followed by an "X", which represents a number indicating a value such as range or power rating.

Big

This unit has a size of 3 spaces and is immune to Terror skill effects.

A Big unit cannot enter a building.

Any Big unit on a ground hex that isn't a war machine may, once per round, declare a special melee attack against an adjacent enemy area, using 1 gigantic dice instead of its melee attack roll. This attack is resolved at the same time as the attack of any other allied units initiating an attack against the same area from the Big unit's area.

A Trample result obtained during this attack will inflict a Push result to each unit located in the target area that cannot be cancelled with Shield results.

Bodyguard

After attack results have been allocated to units in the same area as a unit with Bodyguard, the defending player can reassign 1 Disrupt or Kill result from another unit to the unit with Bodyguard, even if this would exceed its Hit Points.

Carrier

When a flying unit with Carrier skill performs a move action from a ground area containing an allied Character or Civilian without the Big skill, the flying unit may carry the allied Character or Civilian and move with it. The transported unit follows the flying unit during its movement, and it is dropped off if this movement ends in a ground area.
A carrier cannot transport another unit if its movement ends in a sky hex.

While transported, a unit still occupies the same number of spaces in an area as it would without being transported, but doesn't possess any skills, powers, or attack and defence dice.

If the carrier is destroyed or Disrupted while transporting a unit, the transported unit is immediately destroyed.

Charge

When a unit with this skill is activated by a Charge Order, it may perform a move action then a melee attack as part of the same activation. When moving, infantry units move 1 area and cavalry/flying units up to 2 areas.

Charisma

When a unit with Charisma performs a discussion action, the player may choose any question regardless of faction restrictions. In addition, if the chosen answer involves a dice roll, you can reroll the dice once per dice rolled.

Cohesion

If at least 3 units with this skill are in the same area, add 1 white dice to your defence roll.

Dodge

When defending, if a unit with Dodge rolls a blank result, it may immediately move to an adjacent free or allied area of the defender's choice. This move occurs before the attack is resolved.

Engineer

Units may perform Engineer actions during their activation (see page 27).

Feint

When attacking, this unit can reroll 1 of its dice once.

Fireproof

This unit is immune to Fire token effects.

Haste X

When a unit performs a Haste action, it moves through several consecutive areas. The X determines the maximum number of areas that can be crossed during the action.

Heal

If a unit performs the Heal action during its activation, remove one Wound from another Character located in the same area.

Immortal

The unit is placed in the **Disrupted** area of the infirmary when it suffers a Wound that would otherwise destroy it. The unit treats any **Death** result on the Doom dice as a **Disrupted** result. It is also immune to the Terror skill.

Impetuous

The unit must Follow up (see page 23) after combat, if possible.

Jump X

When this unit performs a Jump action, remove its miniature from the board and place it on any free or allied area which is not full and within X areas of its starting position.

Mercenary

A Character with the Mercenary skill can be activated, once per turn, through the Command action of another allied unit (see page 25).

Parry

When defending against melee attacks, this unit can reroll 1 of its dice.

Prayer

If a player's unit performs the Prayer action during its activation, that player gains either 1 Legend token or 1 XP token.

Rally

Units with Rally are considered to be additional allied Rally points. They cannot be moved by powers or effects that can move the Rally point token (see Rallying a Unit, page 17).

Reroll

Once per game, when a player activates this unit, they can choose to retrieve their Reroll token.

Retaliation

When defending against melee attacks, this unit can apply each Kill, Disrupt, and Push result in their defence roll to the attacking units, chosen by the attacker (see page 23).

Ruthless

When attacking, the player may spend 1 Legend token to change a Disrupt result obtained by this unit to a Kill result once per attack.

Slayer

When attacking, the first Kill result assigned to a Character from this unit counts as 2 Kill results on the defender.

Support

If at least 3 units with this skill are in the same area and are attacking together, and are targeting the same area, add 1 white dice to your attack roll.

Targeting

When attacking, dice results obtained by this unit can be assigned to enemy units of the attacker's choice within the target area.

Terror X

When an attack is declared against an area containing at least one unit with Terror X, roll X black dice before the attack. For each Shield result, an attacking unit of the defender's choice can only roll one of its attack dice, chosen by the attacker. A unit inflicted with Terror while only possessing one attack dice performs a wait action instead of attacking.

If several units with Terror are located in the same area, only take into account the unit with the highest Terror value.

Attacking units with Big, Immortal, or Terror of equal or superior value (X) are immune to Terror effects. These units cannot be chosen by the defender to suffer from Terror effects.

Tough

When defending, if this unit receives a Kill result after being attacked when having only one hit point left, roll a black dice and cancel the Kill if the result is a Shield.

Glossary

FIRST PLAYER: The First player is determined by the scenario, and always takes the first turn in a game round. The First player receives a token as a reminder of this status.

ACTION: An action is performed by units that have been activated.

ACTIVATION: When a player puts an Order in an area during a turn, all units in that area are activated to perform actions.

ALLIED AREA: All areas that contain one or more of your units.

ALLIED UNIT: A unit under your control.

ANSWER: Answers are read from Discussion cards by the active player's opponent, based on the question they chose during a discussion action. They may incur bonuses or penalties for the active player.

AREA: An area is a section of a hex tile into which units, buildings, and terrain elements may be placed.

ATTACK: Attack is an action in which units target an enemy area and roll dice to try to inflict casualties. There are two types of attacks: melee and shooting.

BATTLE BOARD: The battle board keeps track of Round and War council cards, and collects Disrupted units from all sides.

CAMP PHASE: Camp phase is the last part of a round, in which casualties are dealt with, and victory and end game conditions are checked.

CAPACITY: Capacity is a value representing the number of spaces in an area. Each space can accommodate 1 point of size from units, terrain elements, or buildings. The number of areas in a hex determine what the capacity of each one is (see page 9).

CHARACTERS: Characters are a type of unit. They are usually heroes or individuals represented on the game board by a miniature, and by a card listing their stats, skills, and powers. Some Characters have a level 1 and level 2 version.

CIVILIANS: Civilians are units that belong to neither side at the start of a game and have no faction allegiance. During the game, they can be recruited by players who move units into areas occupied by the Civilians.

COMBAT DICE: Combat dice are rolled to attack and defend with units. There are four types represented by different colours, and the number and type rolled is determined by the cards of units involved in the combat.

COUNCIL PHASE: The Council phase is the first part of a round, in which Round cards and War council cards are drawn and revealed, and upkeep on level 2 Characters is paid.

DEFENCE: Defence is a dice roll carried out in response to an attack against units in an area. Results on the defence roll can be used to cancel or offset results of the attack roll.

DESTROY: Destroy is a term used for units with no hit points that receive a Kill result in combat, or units that receive Wound tokens that equal or exceed their hit point value. Destroyed units have their miniatures placed in the graveyard.

DISCUSSION: A discussion is an action that can be carried out by a Character when they are in an area containing a unit with the Discussion bubble icon. A discussion is performed using Discussion cards, and the questions chosen and answers given determine the outcome.

DISRUPT: Disrupt is a combat result which represents the unit being demoralised and rendered ineffective in battle. Disrupted units are sent to the infirmary until they can rally or are destroyed.

DOOM DICE: The Doom dice is rolled to determine the fate of units in the infirmary.

ENEMY AREA: An enemy area is any area containing enemy units.

ENEMY UNIT: An enemy unit is any unit belonging to your opponent(s).

EXPERIENCE: Experience, also known as **XP**, upgrades and maintains certain Characters. It is represented by tokens that can be spent to upgrade a Character and to maintain the upgrade via upkeep.

FACTION: Factions are the groups that different units fight for. On their unit cards this is represented by a faction banner, and their miniatures are attached to bases that are colour coded by faction. Level 2 Characters may be able to choose an additional faction.

FLYING: Flying units have special move and attack rules. When flying units are present in a game, there are two game boards: one, the normal game board, is referred to as the ground board, and the other is the sky board, comprised of sky hexes.

FOLLOW-UP AFTER COMBAT: Follow-up is a move that can be made by the attacking units after melee combat if they destroy or Push back all enemy units in the target adjacent area. Units with the Impetuous skill must make this move if they can.

FREE AREA: A free area is any area on the game board that does not contain any units belonging to a player.

FREE ACTIVATION: Activation that doesn't need any Order to be spent or placed on the game board.

FULL AREA: A full area is one in which all the spaces are taken up by units, terrain elements, or buildings. Units may not move into full areas.

GAME BOARD: The game board is the main play area on which units move and fight and various game tokens are placed and removed. It is made up of hex tiles and terrain elements, set up according to the scenario.

GIGANTIC: Gigantic units take up all areas of hexes they occupy and may make special gigantic attacks.

GIGANTIC ATTACK: Gigantic attacks affect all units and buildings in the target area and are rolled using gigantic dice.

GRAVEYARD: This is an area above the infirmary on the battle board for collecting destroyed units. In some scenarios, players earn victory points from enemy units in the graveyard.

GROUND BOARD: The ground board is an alternative name for the game board, used in scenarios with flying units.

GROUND HEX: Ground hexes are an alternative name for hexes on the game board in a scenario with flying units. The name distinguishes them from sky hexes.

HEX: Hexes or hex tiles are large, card hexagons depicting terrain. Each hex may be subdivided into one, two, or three areas. Hexes are the components that make up the game board.

INFIRMARY: The infirmary is an area on the battle board used to store Disrupted units of all sides, until their fate is determined by the Doom dice.

INTERIOR OVERLAY: An interior overlay is a tile representing the inside of a building. When units move to enter a building, transfer their miniatures onto the interior overlay. An interior overlay is an area that may contain units from opposing sides. When a building is destroyed, you flip the interior overlay and use the rubble overlay for the rest of the game.

INTRIGUE: An Intrigue is a player action that triggers an effect or bonus from their Intrigue card. Each Intrigue card has several effects listed on it which are paid for with Intrigue tokens. Each effect may only be used once per game.

KILL: Kill is a combat dice result. Units that are assigned a Kill result are destroyed and go to the graveyard if they have no hit points listed. If they have hit points they receive a Wound token instead.

LEGEND CARDS/TOKENS: Legend cards are cards drawn from a Legend deck during the course of play. Players can trigger the effects of Legend cards they hold by paying the corresponding amount of Legend tokens.

MELEE: Melee is an attack using hand-to-hand weapons. Units that perform melee attacks can only target adjacent areas.

MYTH CARD: Myth cards are a type of Legend card that feature supernatural events. The scenario determines if Myth cards are used in the Legend deck.

ORDER: Orders are used by players to activate units in an area to perform actions. They are represented by coloured cubes, and different Orders allow units to perform different actions. All types of Orders can be used as if they were regular Orders with no added effects. The Order types are Command, Charge, Reactivation, and Interrupt.

PLAYER BOARD: Each player has a board on which they store and keep track of their resources.

POWER: Powers are unique abilities or actions available to units. Powers may be applied once per unit present in an area: for example, 2 *Foot Knights* units located in the same area apply their power twice, thus blocking 2 Push results.

PUSH: Push is a combat dice result representing defending units being forced to give ground to attackers. Units assigned a Push result are moved into an adjacent allied or free area by the attacker.

RALLY: Rally is a Camp phase action in which eligible units are moved from the infirmary to a Rally point on the game board. The Rally point is usually a faction's specific token in an area.

RESOURCE: Resources are collected and used by players to perform various actions in the game. These are Orders, Legend tokens, XP tokens, and Intrigue tokens.

RIVER: The river is where War council cards drawn during the Council phase of a round are placed. All cards in the river must be different, so duplicates are discarded and replaced.

ROUND: A round is a period of gameplay during which cards are drawn, upkeep is paid, all players take a turn issuing Orders and resolving actions, casualties are dealt with, and victory and end game conditions are checked. The game plays out over a series of rounds.

SHIELD: Shield is a combat dice result. Shields are generally used by defenders to cancel the effects of attack dice.

SHOOTING: Shooting is an attack using ranged weapons that allows attackers to target enemy areas up to a maximum number of hexes away determined by a range stat. There are two types of shooting attacks, arcing and direct shots. Arcing attacks can ignore most types of blocking terrain, but direct shooting attacks are blocked by some terrain types.

SIZE: Size is a stat that determines how many spaces a unit takes up in an area.

SKILL: Skills are common abilities that different units may possess. They apply certain effects during gameplay and allow units to perform certain actions.

SKY BOARD: The sky board is a special game board used in scenarios that have flying units. It is made up of sky hexes and is separate from the main game board, which is referred to as the ground board. Flying units can move and attack between the sky board and the ground board, and units on the ground board may target sky hexes with shooting attacks.

SKY HEX: Sky hexes make up the sky board in a game that has flying units.

SPACE: Spaces indicate capacity in areas. Each space can be occupied by 1 size point of units, terrain elements, or buildings.

STAT: Stats are values printed on unit cards providing information about the unit's capabilities and status, such as how many hit points it has, how far it can move as a single action, or the maximum range of its shooting attacks.

TACTICS CARDS: Tactics cards are a type of Legend card that feature non-supernatural events. The scenario determines if Tactics cards are used in the Legend deck.

TOKENS: The game includes various tokens to track values (such as Wound tokens), resources (such as XP tokens), or mark the positions of points of interest on the game board (such as Rally point tokens).

TROOPS: Troops are a type of unit. They are usually infantry or cavalry, are represented on the game board by miniatures, and have a card listing their stats, skills, and powers.

TURN: A turn is a period of gameplay during which a player issues Orders, activates their units to perform actions, and clears away any resource tokens used during the turn. Each player gets one turn per round, starting with the First player.

UNIT: Units make up the armies of players, and any other factions present in the scenario. They are represented on the game board by miniatures, and their stats and abilities are recorded on unit cards. There are three types of units. Troops are generic units representing battalions, Characters are named individuals, and Civilians are neutral parties who may be recruited to join any player's army during game play.

XP: XP is an abbreviation for experience points.

WAR MACHINE: A war machine is a type of unit that can only move once per turn and can attack structures.

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